

# GORF\*

TM

Video Game Cartridge for the  
**Atari® Video Computer System™**  
and Sears Video Arcade™

## GAME PLAY INSTRUCTIONS

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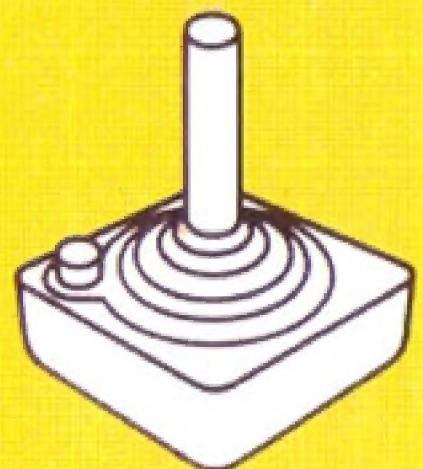
CBS Video Games™



## **SETTING UP YOUR VIDEO CONSOLE**

1. Hook up your video game system, following manufacturer's instructions.
2. With the power OFF, plug in the video game cartridge.
3. Turn power ON. If no image appears, check the connections of your game system to the TV, then repeat steps 1-3.
4. Plug a Joystick Controller *firmly* into the LEFT Controller jack of your video system.
5. To start the game, press GAME RESET. When the game is over, it may be restarted the same way or by pressing the red firing button on the Joystick Controller.

**Note: Never remove your video game cartridge from the console unless the power is turned OFF.**



# M ESSAGE FROM INTERSTELLAR SPACE FORCE COMMAND

Space Cadet:

By the time you read this communiqué, we of the Interstellar Space Force Command will have been destroyed. The evil Gorfian Empire has launched an all-out attack. You are Earth's last hope! Your assignment is to repel the invasion and launch a counterattack. You will engage various hostile spacecraft as you journey toward a dramatic confrontation with the enemy Flag Ship! You will be rewarded for your success with promotions in rank and praise from a grateful planet. But you must act quickly, Space Cadet! Brief yourself on the Gorfian Robot Armada and then attack before it's... TOO LATE!!

..... MESSAGE ENDED .....

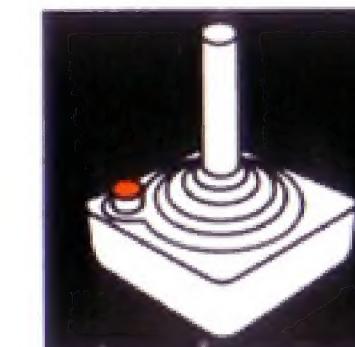
## OBJECT OF THE GAME

The object of GORF is to accumulate points by destroying the various types of enemy spacecraft you will encounter as you attempt to complete a variety of space missions.



## INTERSTELLAR SPACE FIGHTERS

You begin each game with a fleet of five Fighters. Only one Fighter may fire upon the enemy at a time. The number at the bottom of your screen below the score indicates how many of your Fighters are left.



Use your Joystick Controller to maneuver your Fighter back and forth along the screen. Hold the Joystick with the red firing button to your upper left toward the screen. To fire the laser, press down on the red firing button. You have an unlimited supply of ammunition.

**Note: Firing a shot causes a previously discharged bullet to disintegrate if it hasn't yet made contact.**

You will be awarded one extra Fighter for every 10,000 points scored.

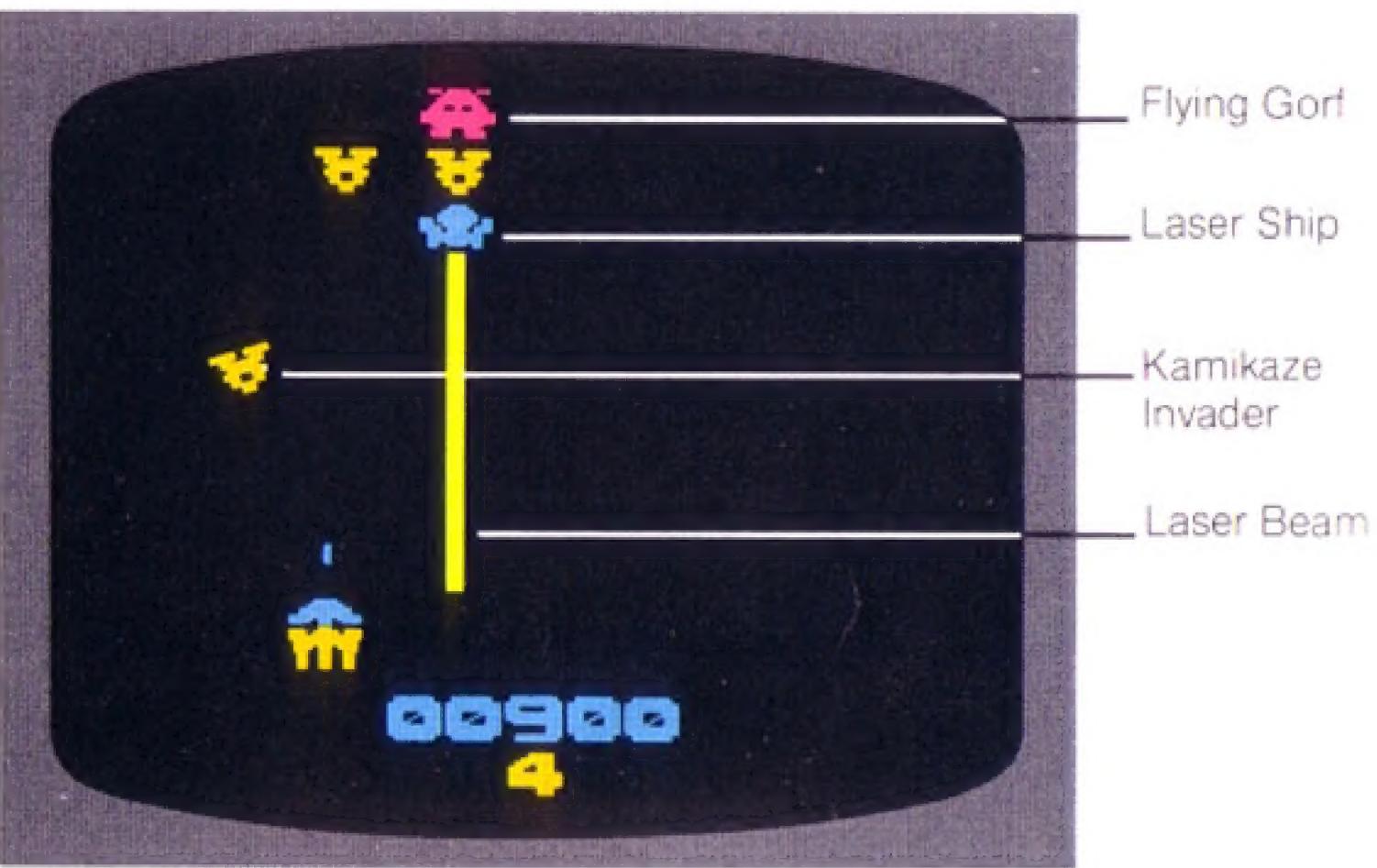
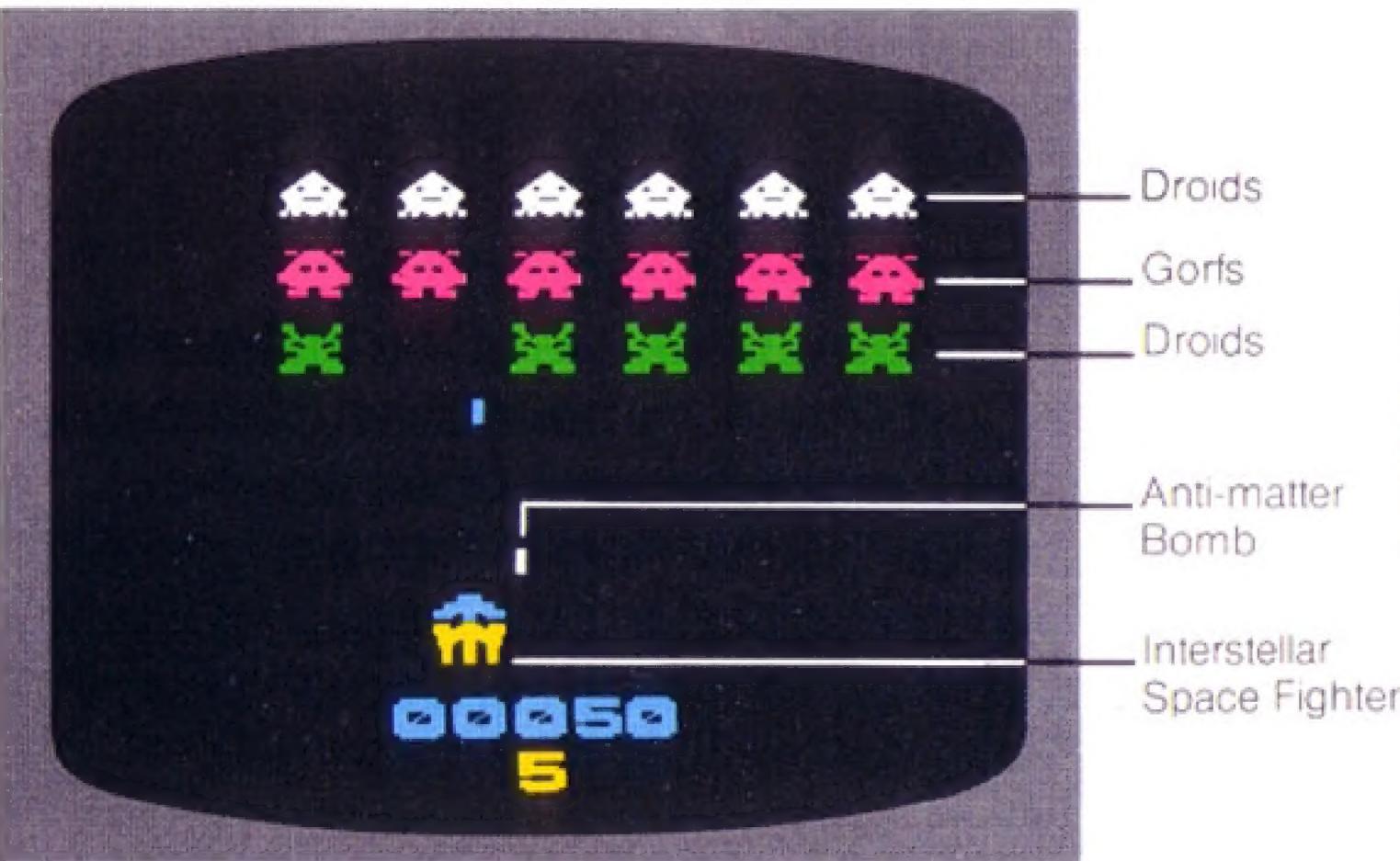
## MISSION 1 – ASTRO BATTLES

Before taking off into space, you must first defend the Earth from the horde of advancing Gorts and Droids. These invaders descend in column formation and drop dangerous anti-matter bombs. When the entire attack matrix is destroyed you will proceed on to your next mission. If any of the invaders should reach the Earth's surface before you've destroyed them, this mission will be terminated and your Fighter will be sacrificed.

## MISSION 2 – LASER ATTACK

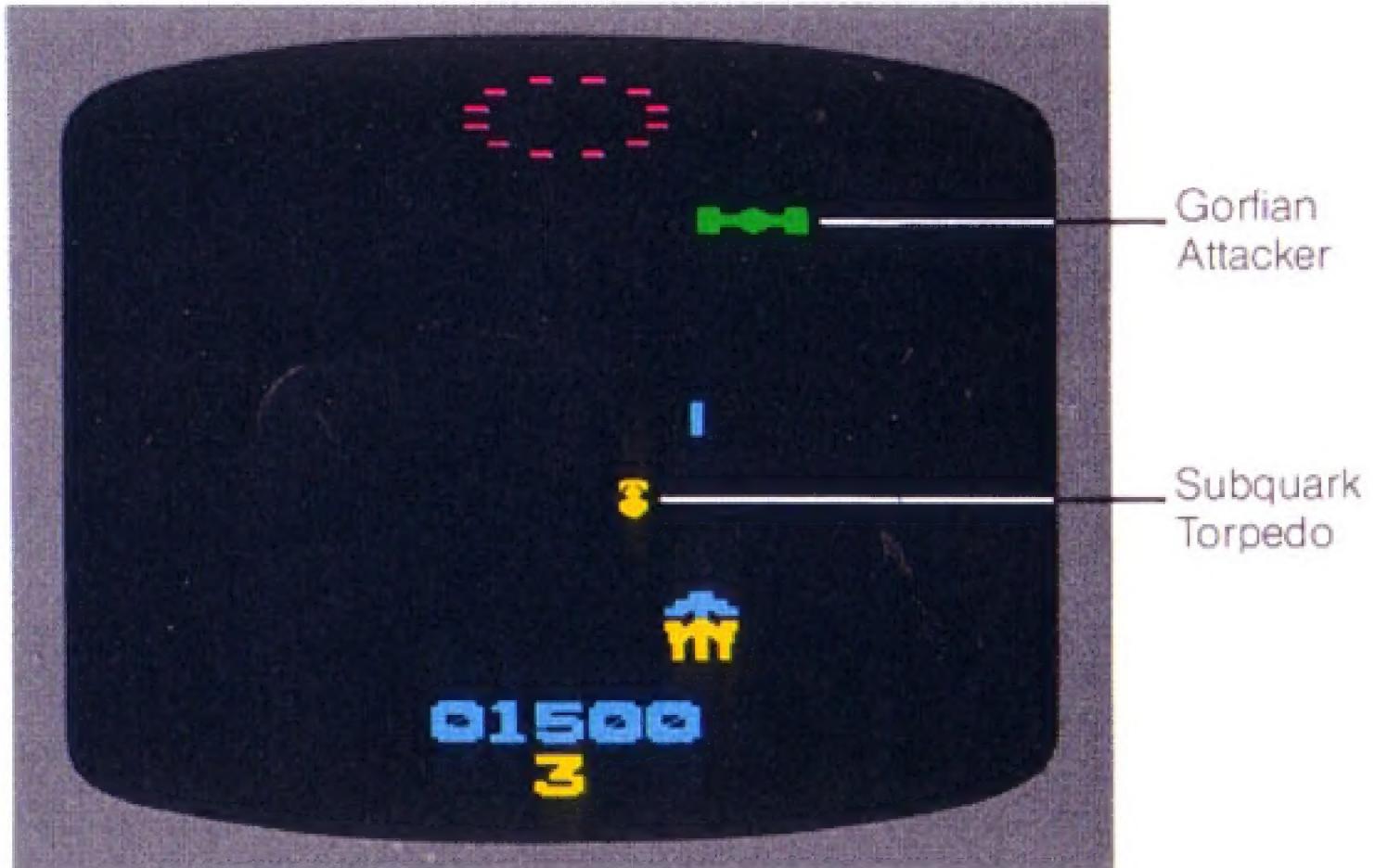
This orbital zone is the Gorfian Empire's first line of defense against your counterattack. You must destroy the anti-particle Laser Ship while avoiding its deadly beam. The Laser Ship is protected by three Kamikaze Invaders and a Flying Gorf. The Kamikaze Invaders will each continuously try to ram into you as you attempt to blast them all. If the Laser Ship is blown up before all the Kamikazes and the Gorf are destroyed, a new Laser Ship will take its place within four seconds.

Points are scored for all enemies shot and destroyed. No points are scored for Kamikaze Invaders blown up in a suicide-crash. When all attack ships are destroyed, you will move on to your next battle.



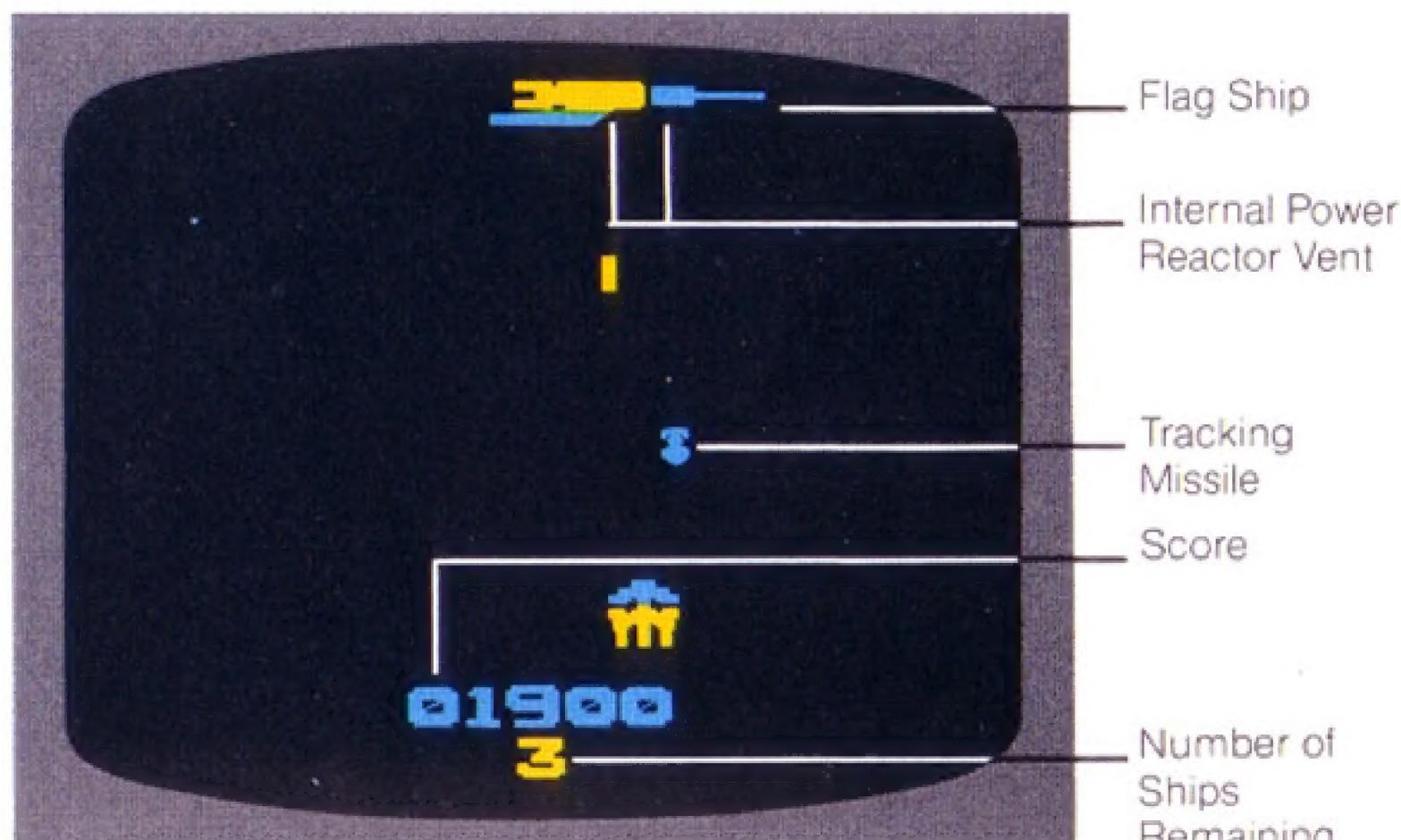
## MISSION 3 – SPACE WARP

You are getting closer to the enemy Flag Ship! Sensing your presence, it generates an eerie space web which releases Gorfian Attackers firing subquark torpedoes. Attackers are released one at a time and fly in a spiral pattern. Each one is a different color and will continue to attack until destroyed by a blast of your laser. A destroyed Attacker sends out an audible distress signal as it blows up. When you succeed in destroying all five Attackers, you'll be ready for your next and most challenging mission.



## MISSION 4 – FLAG SHIP

To destroy the Gorfian Flag Ship and earn the right to work toward your next promotion, you must score a **direct** hit in the Flag Ship's internal power reactor vent. In order to get a clear shot at this difficult target, you must also avoid the heat-seeking tracking missiles being launched in your direction. Following a successful hit, a violent neutronium explosion will appear in dazzling color as the Flag Ship disintegrates. You are now a Space Captain and will repeat the sequence of missions fighting against progressively faster and nastier robots of the Gorfian Empire!



Tracking  
Missile  
Score

Number of  
Ships  
Remaining

## END OF THE GAME

The game ends when all of your Interstellar Space Fighters have been destroyed by the robot warriors of the Gorfian Empire.

Note: There are **nine** levels of mission sequences, each one more difficult than the last. We wish you luck in getting to the toughest level; you'll need it.

## SCORING

### Point Values

Mission 1	Gorfs and Droids	50 points
Mission 2	Laser Ship	
	Kamikaze Invaders	
	Flying Gorf	100 points
Mission 3	Gorfian Attackers	100 points
Mission 4	Flag Ship	1000 points

There is no point value for bombs and missiles destroyed by your laser fire.

## FIELD PROMOTION SCHEDULE

Missions Completed	Rank
1–3	Space Cadet
4–7	Space Captain
8–11	Space Colonel
12–15	Space General
16–19	Space Warrior
20 and up	Space Avenger

# CBS Video Games™

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